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My GSM handset or modem is not included in the default hardware settings for SMS Gateway, will it work? [↑Top](#)

SMS Gateway will work with any device that supports Mobile Originate & Terminate SMS via a serial connection as per the ETSI 07.05 "Block" or "PDU" mode protocol. Most handsets do support this, with the exception of some low-end Nokia handsets, see [Do I need to have the Nokia Cellular Data Suite to use SMS Gateway with Nokia Handsets](#) for further information.

To determine if you will be able to use your device with SMS Gateway, please follow the steps below:

1. Check that you can "talk" to the device via the COM port on your PC. To do this, use a standard terminal program such as Windows HyperTerminal, configure HyperTerminal to use the COM port the device is connected to, set the speed to 9600 or 19200 and type "AT" followed by enter. If the device does not respond with "OK" then something is wrong, and you will need to resolve this before SMS Gateway can work.
2. If you do get an "OK" back, configure SMS Gateway to use the same COM Port and Speed settings as HyperTerminal. For the other settings, try to choose from the available default settings one from the same manufacturer as your device, alternatively, try the settings for the Nokia 7110, as these work with most devices.
3. If SMS Gateway fails to Connect to the device, or does not work properly, then please enable "Communications Debugging" in the Program Options form, reattempt the connection, and once it fails send us a copy of the "Communications Log" which can be displayed from the File menu.
4. Once we receive the Communications Log we will be able to tell you if the GSM device can be supported, and if so what the settings should be.

[Sending Nokia Ringing Tones and Graphics](#) [↑Top](#)

You can use SMS Gateway to send Ringing Tones and Graphics to Nokia handsets that support these special "Smart" message types.

The first step is to compose the binary data that represents the Ringing Tone or Graphic you wish to send. There are a number of shareware and commercial utilities available to create the binary information, however most of these utilities also include an SMS header in the data they create, this is so a user can simply use a terminal program (such as Windows HyperTerminal) and "paste" the data through to a GSM Modem/Handset for sending.

As SMS Gateway is responsible for managing all SMS headers and communications with the GSM

Modem/Handset, this header information needs to be stripped away so that just the actual message content remains. To assist with identifying the message data, an explanation of how the data is formatted is provided below.

A "Smart" message always consists of two components, a "**NarrowBand Sockets (NBS)**" header and an "**Over The Air (OTA)**" instruction. The NBS Header identifies the type of instruction that follows using a "Port" number, this is a similar concept to Ports in TCP/IP. The OTA Instruction contains the actual Ringing Tone or Graphic information. Below is a simple Ringing Tone message that contains both the NBS Header and OTA instruction, followed by an explanation of the fields.

06050415811581024A3A4004000D10A30430C2D4350000

NBS Header

Value	Field	Meaning
06	NBS Header Length	Header is 6 Bytes long
05	Information element Identifier	16 Bit NBS Port numbers are used
04	Length of Information Element	NBS Port numbers total 4 bytes in length
1581	Destination Port (Two bytes)	Ringing Tone
1581	Source Port (Two bytes)	Ringing Tone

OTA Instruction

Value	Field	Meaning
02	Number of Command Parts present	There are two bytes to identify the OTA Instruction
4A	Command Part 1	Ringing Tone Programming
3A	Command Part 2	Sound
400400...	Ringing Tone Data	Representation of Ringing Tone in OTA Format

So, every Ringing Tone or Graphic message will begin with "060504", followed by two port numbers, a list of common port numbers is below (there are many others defined):

Port Number (Hex)	Application / Protocol
1581	Ringing Tone Reader
1582	Operator Logo
1583	CLI Logo

Here are two sample messages, which you can send using SMS Gateway:

[Scatman Ringing Tone]

06050415811581024A3A5D4D8D85D1B585B80400B524718720428718
720428718A2644908289452422A26C49082894127184205D840AA250
4906289C52422A25049C810617610210A289912420A2504906289C52
422A25049A8908956102A89412418A2714908A894127204187187204

28718720428718A2644908289452422000

[Simpsons CLI Logo]

0605041583158300480e013FF00110005B0001E87FF802A801A50002
1C3FF80C4701010004087FF808010081001C043FF008150081001304
7E10183F0058803A847DF030490064802C9C7E501855002D80473C3A
D0082A805840421839B005010060C04930105005BE00422032201A10
076200 46600C4009E001BB003B900840042000960001080EA0

Once you have created the message data, you need to set fields in the SMS Header that tell the receiving device (Nokia Handset) that the message contains special instructions, so that rather than attempting to simply display the message on the screen, it will process it in the intended manner. The fields that need to be set correctly are:

<i>Field</i>	<i>Value</i>	<i>Meaning</i>
User Data Header Indicator (UDHI)	True	The message contains a higher layer protocol (NBS & OTA)
Message Coding	8 Bit Binary	Message contains eight bit binary data
Message Class	ME Specific	Message should be processed by the Mobile Device

SMS Gateway supports manipulation of all fields within the SMS header either on a per message basis, or as defaults for all messages.

If using the SMS Messenger demonstration application, then you can easily set the required fields from the user interface, a screenshot showing how the "Scatman" Ringing Tone should be sent is provided below.

Default Message Attributes

Options
☒ UDHI ☐ RP

Msg Ref

Validity Period
 24 Hours

Protocol ID
 Usage:
☒ Interworking ☐ Reserved
☐ Special ☐ SC Specific
 The value in bits 4:0 identifies the SM-AL protocol being used between the SME and the MS.
 RID Value: (\$00)

Data Coding Scheme
 Coding Group:
☐ Unspecified
☒ General Data Coding indication
☐ Reserved
☐ Message Waiting Indication: Discard Message
☐ Message Waiting Indication: Store Message (Default Alphabet)
☐ Message Waiting Indication: Store Message (Uncompressed UCS2)
☐ Data coding / message class
 DCS-Value: (\$15)

General Data Coding indication
 Compression: ☒ No ☐ Yes
 Class: ☐ No ☒ Yes

Message Coding
☐ Default ☐ UCS2 (16 bit)
☒ 8 Bit Data ☐ Reserved

Message Class
☐ [0] Class 0 ☐ [2] SIM Specific
☒ [1] ME Specific ☐ [3] TE Specific

Message Waiting Indicator
 Indication Sense: ☒ Inactive ☐ Active
☐ Reserved
☒ No ☐ Yes

Indication Type
☒ Voicemail
☐ Fax
☐ Electronic Mail
☐ Other

Data coding / message class
☐ Reserved
☒ No ☐ Yes
Message Coding
☒ Default ☐ 8 Bit Data
Message Class
☒ [0] Class 0
☐ [1] ME Specific
☐ [2] SIM Specific
☐ [3] TE Specific

Further information about Nokia Smart Messaging can be found at:
http://www.forum.nokia.com/main/1,6668,1_2,00.html

Sending vCards to Nokia handsets [↑Top](#)

Sending vCards uses the same process as Ringing Tones and Graphics, so reading the [Sending Nokia Ringing Tones and Graphics](#) section first will provide background to the Nokia "Smart" messaging protocols.

[Sample vCard]

```
040402E2E2424547494e3a56434152440d0a5645525349f44e3a322e
310d0a4e3a536d6974683b4d696b650d0a54454c3b505245463a2b35
353531323334350d0a454e443a56434152440d0a
```

NBS Header

Value	Field	Meaning
04	NBS Header Length	Header is 4 Bytes long
04	Information element Identifier	8 Bit NBS Port numbers are used
02	Length of Information Element	NMS Port numbers total 2 bytes in length

E2	Destination Port	Business Card exchange (MIME vCard) Reader
E2	Source Port	Business Card exchange (MIME vCard) Reader

The *OTA Instruction* is simply a HEX representation of the ASCII vCard content, eg:

<i>vCard Values</i>	<i>HEX Representation</i>
BEGIN:VCARD	424547494e3a56434152440d0a
VERSION:2.1	5645525349f44e3a322e310d0a
N:Smith, Mike	4e3a536d6974683b4d696b650d0a
TEL;PREF:+55512345	54454c3b505245463a2b35353531323334350d0a
END:VCARD	454e443a56434152440d0a

If using the SMS Messenger demonstration application, then you can easily set the required fields from the user interface, a screenshot showing how the sample vCard should be sent is provided below.

The screenshot shows the 'SMS Messenger' application window. The 'Message Binary Data' field contains the hex string: 040402E2E2424547494e3a56434152440d0a5645525349f44e3a322e310d0a4e3a536d6974683b4d696b650d0a54454c3b505245463a2b35353531323334350d0a454e443a56434152440d0a. The 'Destination' field is set to 0123456789. The 'Submit Type' is set to 'Extended'. The 'Message Coding' is set to 'Eight bit binary data'. The 'Validity Period' is set to 167 hours. The 'Message Class' is set to '[1] ME Specific'. The 'Options' section has 'UDHI' checked. The 'Received Messages' section shows a table with columns: Status, Coding, Class, Origin / Destination, Date, Time. The 'Received Message Text' field is empty. The 'Get All Messages from Mobile Terminal' checkbox is checked. The 'Standard Retrieve' and 'Extended Retrieve' buttons are visible at the bottom.

If using the Command Line Interface (CLI), then you can set the fields using the provided CLI switches and parameters. Below is the CLI command for sending the sample vCard:

```
sms_gateway -send -dest "0123456789" -dcs 21 -udhi -msg "040402E2E2424547494e3a56434152440d0a5645525349f44e3a322e310d0a4e3a536
```

d6974683b4d696b650d0a54454c3b505245463a2b35353531323334350d0a45
4e443a56434152440d0a"

Further information about Nokia Smart Messaging can be found at:
http://www.forum.nokia.com/main/1,6668,1_2,00.html

Do I need to have the Nokia Cellular Data Suite to use SMS Gateway with Nokia Handsets [↑Top](#)

This depends on what handset device you use. Many lower cost Nokia handsets do not natively support the SMS protocols, so you need to use the Cellular Data Suite (CDS) to translate the proprietary x/BUS to the ETSI protocols. You use the CDS which creates a Virtual COM port, and this is used by SMS Gateway, rather than the actual port to which the handset is connected.

More advanced Nokia handsets do not need the CDS, these include the 7110, 8850, 8250, 6210.

How many messages per minute can I send using SMS Gateway [↑Top](#)

The throughput for Mobile Originate SMS, as used by SMS Gateway is approximately 1 message every 3-6 seconds, so the equates to around 10 messages per minute.

This throughput is not a limitation of SMS Gateway, but rather the GSM network. You can achieve greater throughput by running multiple instances of SMS Gateway, see [Can I run multiple copies of SMS Gateway on a single PC](#) for further info.

Can I use a standard telephone line modem or Internet connection with SMS Gateway [↑Top](#)

No, SMS Gateway uses the GSM Mobile Originate (MO) and Mobile Terminate (MT) protocols for sending and receiving SMS messages, so it needs to communicate directly with a GSM network via a GSM "Modem" or handset. Examples of suitable devices are provided on the [Hardware](#) page of our web site.

The use of these protocols by SMS Gateway has the following advantages:

- Ability to receive SMS Messages on a PC as well as send
- Access to advanced SMS facilities such as UDHI and DCS fields for sending of "Smart" messages such as Ringing Tones and Graphics, and control of Message Waiting Indicators (MWI) for individual visual notifications of Voicemail, Fax and Email
- Fast message throughput, as there is no modem dialling time.

Can SMS Gateway run as a Windows Service [↑Top](#)

Yes, SMS Gateway can be implemented as a Service under NT4.0 and Windows2000. This is achieved using the "Srvany.exe" and "Instsrv.exe" utilities provided in the Windows Resource Kit. You need to purchase the Windows Resource Kit for your operating system to gain access to these

utilities.

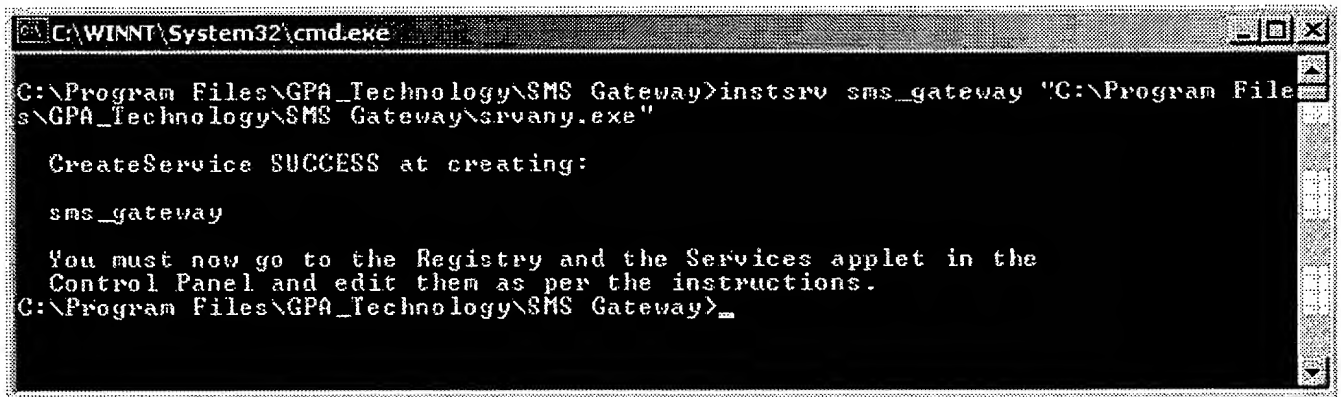
The steps below detail how to implement a single SMS Gateway instance as a service, using the standard installation directories and drive letters on a Windows2000 Professional Operating System. If you have installed SMS Gateway on a drive other than "C:" or a directory other than "C:\Program Files\GPA_Technology\SMS Gateway", then you will need to change the fields below to match your system. If you are using Windows NT4.0, then you follow the same procedure.

Step 1

- Copy "Inetsrv.exe" into your "C:\WinNt\System32" directory
- Copy "Srvany.exe" into "C:\Program Files\GPA_Technology\SMS Gateway"

Step 2

- Open a Windows Command prompt session in the SMS Gateway Working Directory, and enter the following command:
`instsrv sms_gateway "C:\Program Files\GPA_Technology\SMS Gateway\srwany.exe"`
- This should result in a "SUCCESS" message, as shown below.



```
C:\WINNT\System32\cmd.exe
C:\Program Files\GPA_Technology\SMS Gateway>instsrv sms_gateway "C:\Program Files\GPA_Technology\SMS Gateway\srwany.exe"

CreateService SUCCESS at creating:

sms_gateway

You must now go to the Registry and the Services applet in the
Control Panel and edit them as per the instructions.
C:\Program Files\GPA_Technology\SMS Gateway>
```

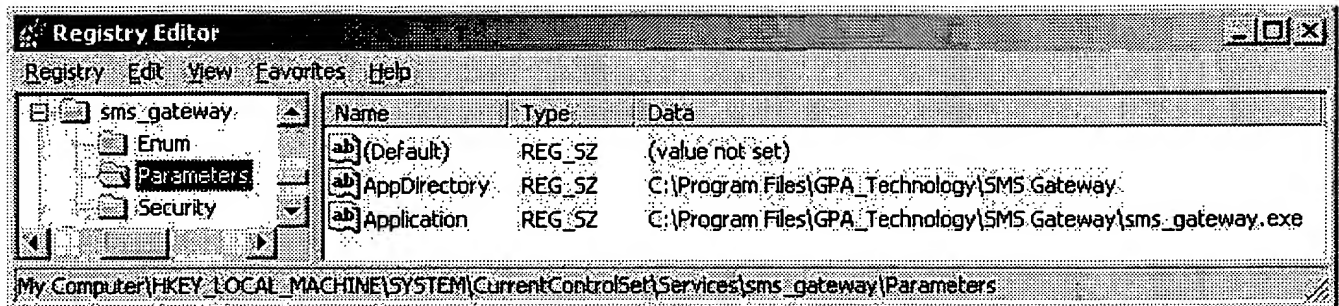
Step 3

- Launch the Windows Registry editor, with the following command: `Regedit /v`
- Look for the "sms_gateway" entry under the following location: `"HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services"` and highlight it by selecting it with the mouse
- Create a new Key under "sms_gateway" called "Parameters" by selecting "Edit => New => Key" from the menu bar
- Select the newly created Parameters entry so that it is highlighted
- Create a new String entry by selecting "Edit => New => String Value" from the menu bar
- Name the new String Value "Application"
- Right click on the "Application" entry, and select modify
- Enter in the text box the fully qualified path of the SMS Gateway executable: `C:\Program Files\GPA_Technology\SMS Gateway\sms_gateway.exe`
- Select again the Parameters entry so that it is highlighted
- Create a new String entry by selecting "Edit => New => String Value" from the menu bar
- Name the new String Value "AppDirectory"
- Right click on the "AppDirectory" entry, and select modify

- Enter in the text box the fully qualified path to the directory containing the SMS Gateway executable:

C:\Program Files\GPA_Technology\SMS Gateway

Once this is complete, the entries in the registry editor should appear as per below, if correct then close the Registry editor.



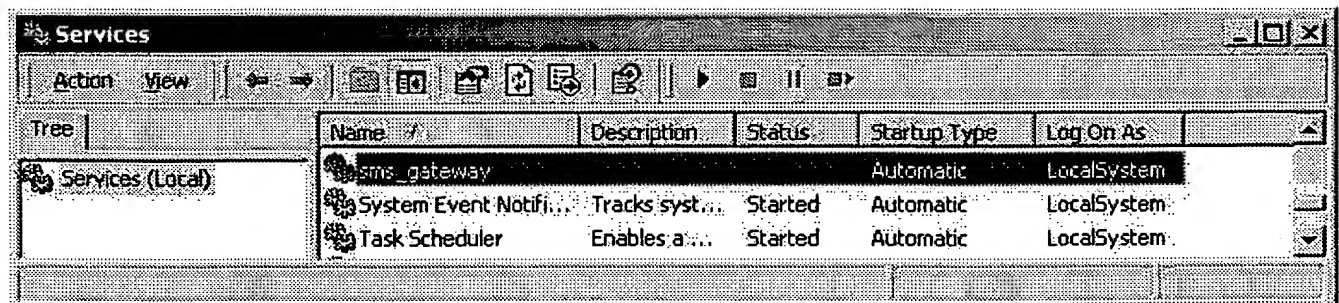
Step 4

You now need to create an account for the SMS Gateway service to run under. While you could use an existing account, it is good practice to dedicate specific account for such purposes.

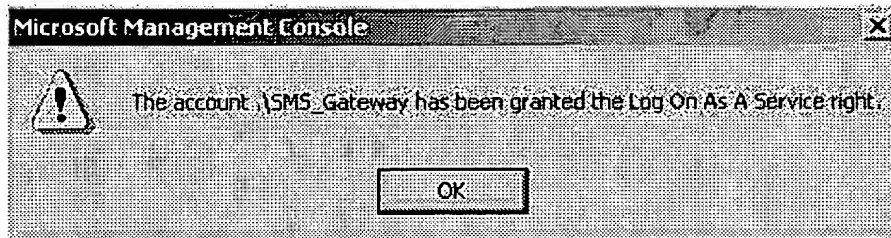
- Open the Windows User Administration utility by selecting "Start => Settings => Control Panel => Users and Passwords" from the Windows Start Menu.
- Press the Add... button
- Type in a new User name, eg "SMS_Gateway". Optionally enter a Full name and Description for the account then press the Next > button
- Type in a password for the account, confirm the password, then press the Next > button
- Grant the account "Standard user" access
- Press the Finish button

Step 5

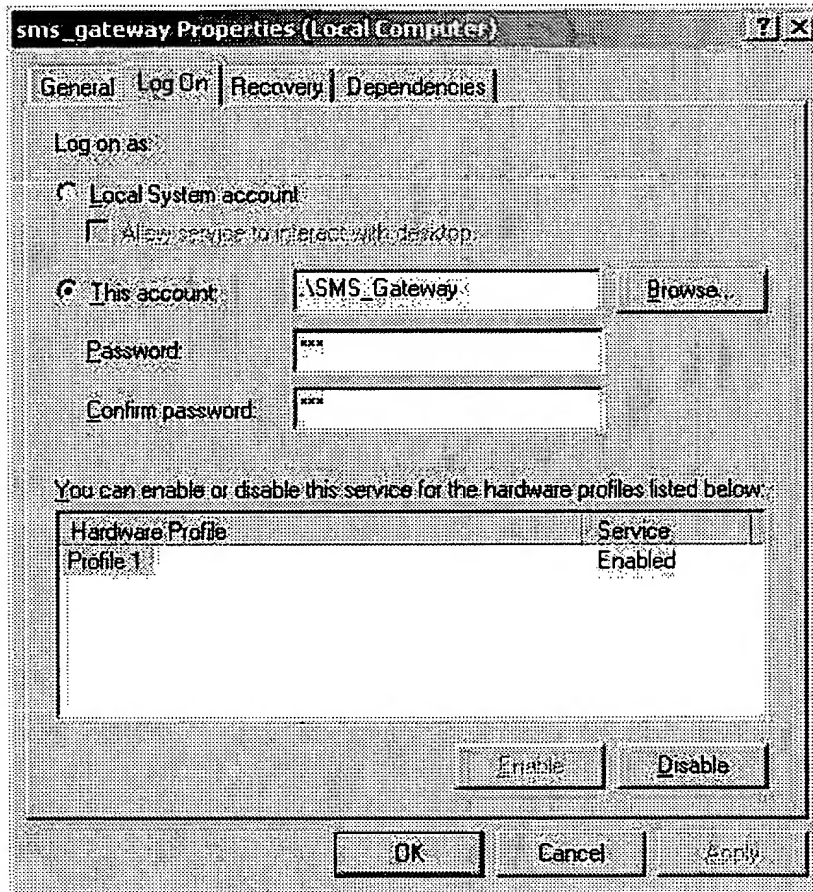
- Open the Windows Services control utility by selecting "Start => Settings => Control Panel => Administrative Tools => Services" from the Windows Start Menu.
- Look for the newly created "sms_gateway" entry (as shown below) and double click on it to edit its properties.



- Select the "Log On" tab, then select "This account" field, then press the Browse... button
- From the list of accounts select your newly created account ("SMS_Gateway") and press OK
- You should see the dialog box below displayed, granting the account rights to run the SMS Gateway service

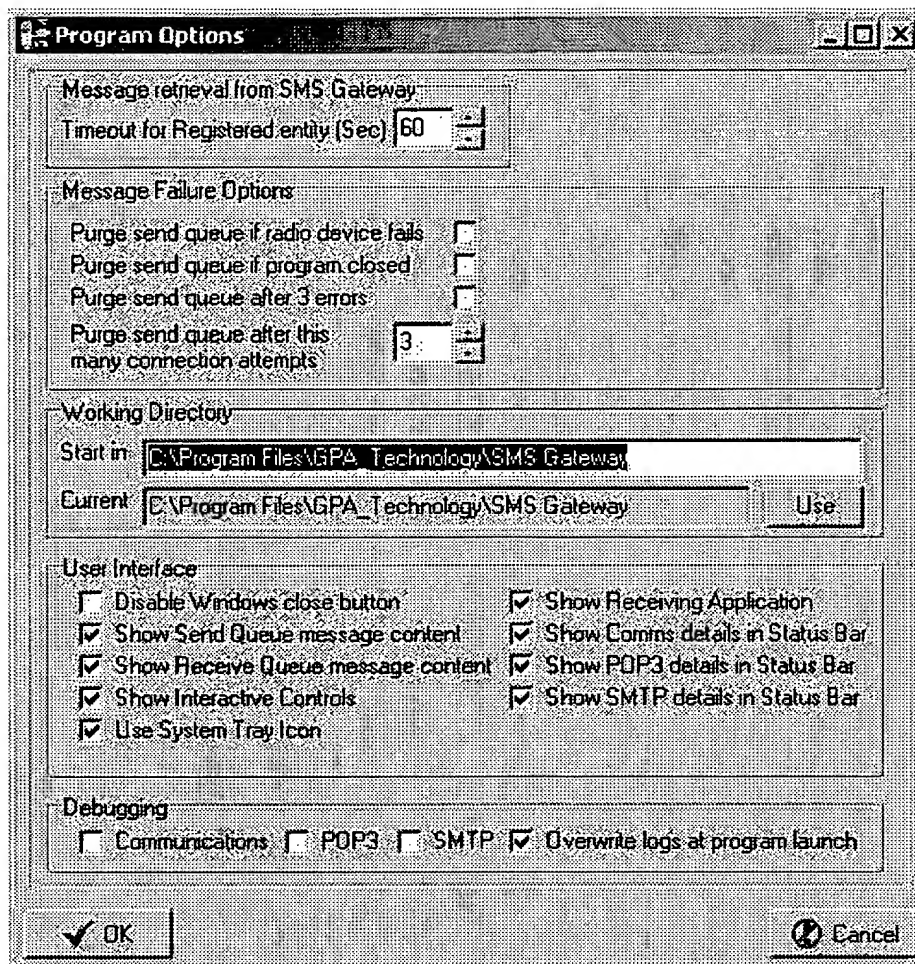


Enter the correct password for the SMS_Gateway account, then enter it again to confirm, the Service Properties box should look as below:



Step 6

- Now you will need to manually set the SMS Gateway working directory to a desirable location, as when started as a service SMS Gateway will use "C:\WinNt\System32" as its working directory. Typically the directory in which the SMS Gateway executable is located is also used as the working directory
- Launch SMS Gateway manually (from the Windows Start menu)
- Select "Settings => Program Options" from the menu bar
- Set the "Start in" directory to "C:\Program Files\GPA_Technology\SMS Gateway" as shown below, and press OK :



- Close SMS Gateway

SMS Gateway will now automatically launch as a service when Windows starts.

It should be noted that you will not be able to "see" SMS Gateway on the computer desktop when running as a service, as it will be entirely in the background. You should configure SMS Gateway by running it interactively from the start menu, and only when you are satisfied it is running correctly should you begin using it as a service.

Lastly, when running SMS Gateway as a service, we strongly recommend only using the IP based (HTTP/HTML, HTTP/XML, SMTP/POP3) interfaces, as these will run properly in the background without security and permissions problems that the other interfaces would encounter.

If I purchase SMS Gateway, will the "Sent using SMS Gateway (www.winsms.com)" banner be removed from messages I send [↑ Top](#)

Yes, the "Sent using SMS Gateway (www.winsms.com)" banner is only present in the unlicensed evaluation version of SMS Gateway.

When you purchase SMS Gateway via the secure online ordering facility, you will immediately receive a unique download URL, from which you can download the licensed version which does not contain the above banner.

Are there any technical differences between the free evaluation version of SMS Gateway and the one I receive if I purchase a licensed copy [↑Top](#)

No, there are no technical differences between the evaluation and licensed versions of SMS Gateway.

However the evaluation version does include "Nagware" that advertises our product, specifically:

- The About screen is displayed when connecting to the Mobile Terminal
- A "Sent using SMS Gateway (www.winsms.com)" banner is appended to every sent message
- The inbuilt HTML pages include a footer that references our web site and company name.

The licensed version of SMS Gateway does not include this Nagware.

When I purchase SMS Gateway online, how will I receive my licensed copy [↑Top](#)

If you choose to purchase SMS Gateway with a credit card, payment will be processed immediately, and a unique URL will be sent to you from where you may download your licensed copy of SMS Gateway.

What are the license conditions for SMS Gateway [↑Top](#)

The price of SMS Gateway is \$USD 165.00 per running instance. Should you require more running instances of SMS Gateway (for example if you have more than one GSM device connected to your computer, or SMS Gateway is installed and running on more than one computer), then you will require an additional license per running instance. The license conditions for licensed customers are available [here](#).

Volume discounts are available for quantities of 5 or more, the price for 5 copies is \$USD 400.00.

Also, we have a royalty free distribution license available, this enables you to distribute SMS Gateway with your applications, for no incremental charge. The terms and conditions for the distribution license are available [here](#). For pricing and purchase information, please [email](#) us.

All licensed customers are eligible for free upgrades for a period of 12 months from date of purchase.

Is there a reseller program for SMS Gateway [↑Top](#)

Yes, please click on the link below to sign up for our Affiliate program:

<https://secure.shareit.com/shareit/as-22063-5662fcaa6ab57c0eccb9ae3d3f507eac.html>

Once you fill in the online registration, you will receive an email with further details.

Can I run multiple copies of SMS Gateway on a single PC [↑Top](#)

Yes, you can run multiple instances of SMS Gateway (each with its own GSM device) on a single PC, this is useful where you need to have a connection to more than one GSM Service Provider, want to transmit on one GSM device and receive on another, or achieve greater overall message throughput.

When running multiple instances you cannot use the OLE interface, as you will not be able to specify the instance to which you are targeting your commands. The best interfaces when using multiple instances are the Windows Command Line (CLI), DDE or SMTP/POP3.

Further information on running multiple instances is provided in the SMS Gateway manual, which is included in the free product evaluation download.

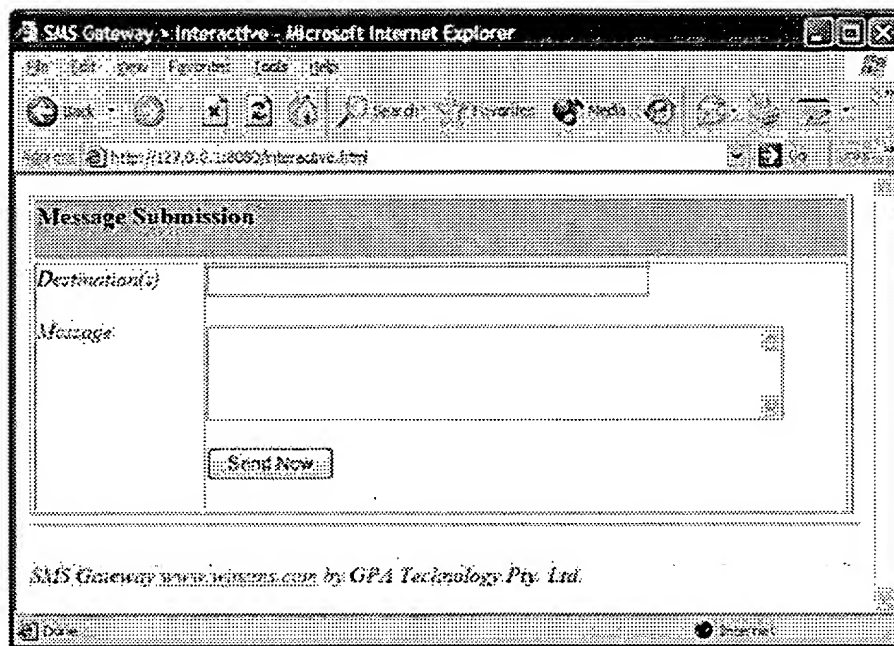
What are the licensing conditions for running multiple instances of SMS Gateway [↑Top](#)

SMS Gateway is licensed per running instance, should you require more than one running instances of SMS Gateway (for example if you have more than one GSM device connected to your computer, or SMS Gateway is installed and running on more than one computer), then you will require an additional license per running instance. Volume discounts are available for quantities of 5 or more licenses.

How do I integrate SMS Gateway with a Web Page [↑Top](#)

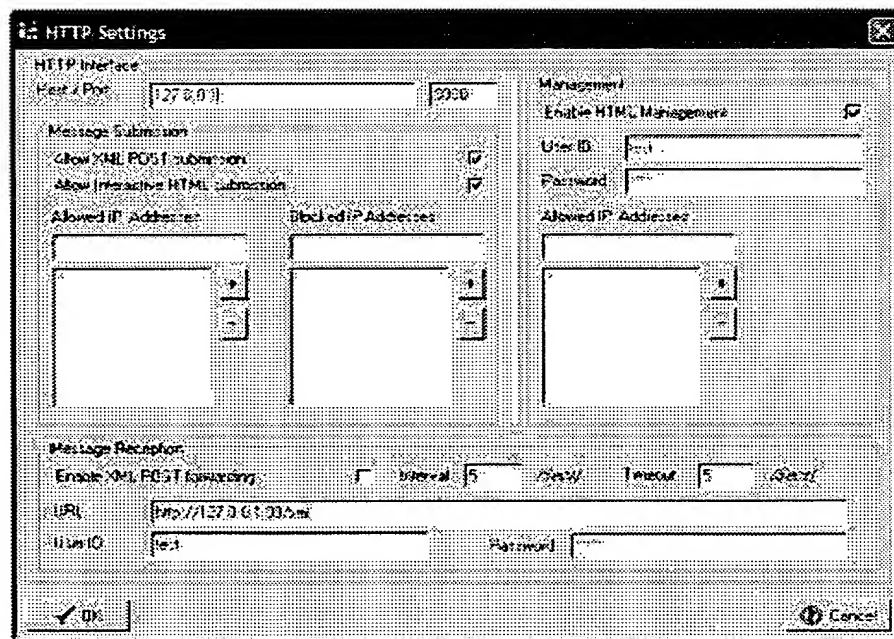
SMS Gateway supports a powerful two way HTTP/XML interface, which can be easily integrated into "Web" environments. Full details of the HTTP/XML interface are in the product manual, included in the free evaluation download of our product.

Also, SMS Gateway supports a simple HTML interface via a built in web server, a screenshot of the message submission form is below:



You may use the source of this page (access the inbuilt page in your browser and select **View** then **Source** from the browser menu) to create your own custom message submission form. Please note, the inbuilt web server is not intended for high transaction volumes, for intensive applications please use the HTTP/XML interface. The HTTP/XML interface is detailed in the product manual (included in the free evaluation download).

A screenshot of the HTML & HTTP/XML configuration form is below:



Is there sample source code for sending messages using the XML interface [↑Top](#)

Yes, here are some samples provided by individuals who have used our product.

PHP Example
Window Scripting Example

Below is a PHP example created by Jürgen Wedl (jw@schatek.at):

```
<?
function postHttp($host,$port,$path,$cont)
{
    $fp=fsockopen($host,$port,$errno,$errstr,30);
    if($fp)
    {
        fputs($fp,"POST $path HTTP/1.1\r\n");
        fputs($fp,"Host: $host\r\n");
        fputs($fp,"Content-type: text/xml\r\n");
        fputs($fp,"Content-length: ".strlen($cont)."\r\n");
        fputs($fp,"Connection: close\r\n\r\n");
        fputs($fp,$cont);

        fclose($fp);
        $ret=true;
    }
    else $ret="connection error";
    return $ret;
}

if($aktion=="send")
{
    $cont.='<msggateway instance="SMS_Gateway.exe">';
    $cont.='<cli cid="0">';
    $cont.='<command> -send -dest '.$number.' -msg "'.$text.'"
</command>';
    $cont.='</cli>';
    $cont.='</msggateway>';

    $erg=postHttp("SERVERIP","GATEWAYPORT","/xml",$cont);
    if($erg==false) echo "SMS not sent!";
    else echo "SMS sent";
}

?>

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
<title>Send SMS v XML</title> <meta http-equiv="Content-Type"
content="text/html; charset=iso-8859-1">
</head>
<body>
<form name="sms" method="post" action="smssenden.php">
<table>
<tr>
<td valign="top">phone:</td>
<td><input type="text" name="number"></td>
</tr>
<tr>
<td valign="top">msg:</td>
<td><textarea name="text"></textarea></td>
</tr>
<tr>
<td colspan="2" align="center"><input type="submit" name="aktion"
value="send"></td>
</tr>
</table>
</form>
</body>
</html>
```

```
</tr>
</table>
</form>
</body>
</html>
```

**Below is a Windows Scripting example created by Jesper Tim Jacobsen
(Jesper.Jacobsen@fbg.cascoprod.com):**

Option Explicit

'Declaration

Dim wArgs

Dim oFSO, oFile

Dim sDest, sMessage, sSMSSgateway, sChar

'Init

sSMSSgateway = "127.0.0.10:8080"

'Main

sDest = ""

sMessage = ""

Set wArgs = WScript.Arguments

Select Case CheckArguments

Case "Message"

sMessage = wArgs.named.item("msg")

Case "File"

Set oFSO = CreateObject("Scripting.FileSystemObject")

Set oFile = oFSO.OpenTextFile(wArgs.named.item("file"), 1)

Do Until oFile.AtEndOfStream

sChar = oFile.Read(1)

Select Case sChar

Case vbcr

sMessage = sMessage & "
"

Case vbLf

sMessage = sMessage & "<lf>"

Case chr(34)

sMessage = sMessage & "#"

Case "&"

sMessage = sMessage & "#"

Case "<"

sMessage = sMessage & "#"

Case ">"

sMessage = sMessage & "#"

Case "'"

sMessage = sMessage & "#"

Case else

sMessage = sMessage & sChar

End Select

Loop

Set oFile = Nothing

Set oFSO = Nothing

Case Else

ShowUsage

End select

```

sDest = wArgs.named.item("dest")

SendSMS sDest, sMessage

'Cleanup
wArgs = ""
sSMSSgateway = ""
sDest = ""
sMessage = ""

'Check that the two needed arguments exists or show usage
Function CheckArguments
    CheckArguments = "ShowUsage"

    If wArgs.named.exists("dest") = True and _
        wArgs.named.exists("msg") = True and _
        wArgs.named.exists("file") = False then
        CheckArguments = "Message"
    End If

    If wArgs.named.exists("dest") = True and _
        wArgs.named.exists("msg") = False and _
        wArgs.named.exists("file") = True then
        CheckArguments = "File"
    End If
End Function

'Show Usage
Sub ShowUsage
    WScript.Echo "USAGE:" & vbcrLf
    WScript.Echo "SendSMS.vbs /dest:+000000000000
[/msg: ""<message>"" /file:filename.txt]" & vbcrLf
    WScript.Quit
End Sub

'Send message to SMS Gateway's HTTP/XML interface
Sub SendSMS(sDest, sMessage)
    Dim sURL, sBody
    Dim lResolveTimeout, lConnectTimeout, lSendTimeout, lReceiveTimeout
    Dim oHTTP

    sURL = "http://" & sSMSSgateway & "/xml"
    sBody = ""
    lResolveTimeout = 10000
    lConnectTimeout = 10000
    lSendTimeout = 30000
    lReceiveTimeout = 30000

    set oHTTP = WScript.CreateObject("MSXML2.ServerXMLHTTP")

    sBody = "<!-- Test of the XML Interface -->" & chr(10) & _
        "<smssgateway>" & chr(10) & _
        " <cli cid=""0"">" & chr(10) & _
        " <command> -send -dest " & sDest & " -msg "" & sMessage & ""
    </command>" & chr(10) & _
        " </cli>" & chr(10) & _
        "</smssgateway>" & chr(10) & _
        chr(10) & chr(10)

```

```

with oHTTP
    .setTimeouts lResolveTimeout, lConnectTimeout,
lSendTimeout, lReceiveTimeout
    .open "POST", sURL, False
    .setRequestHeader "Content-type", "<?xml version=""1.0"" encoding=""ISO-
8859-1""?>"
    .setRequestHeader "Connection", "close"
    .send sBody
end with

wscript.quit

oHTTP = Nothing
sBody = ""
lResolveTimeout = Nothing
lConnectTimeout = Nothing
lSendTimeout = Nothing
lReceiveTimeout = Nothing

End Sub

```

Is there sample source code for receiving messages using the XML interface [↑Top](#)

Here is a sample in Perl that demonstrates how to receive an XML POST from SMS Gateway, and write the contents of the POST to a local text file. This code was tested under RedHat 9 using Apache 2.0 with ModPerl 1.99 installed.

```

#!/usr/bin/perl
sub populatePostFields {
    %postFields = ();
    read( STDIN, $tmpStr, $ENV{ "CONTENT_LENGTH" } );
    @parts = split( /\n/, $tmpStr );
    foreach $part (@parts) {
        ( $name, $value ) = split( /\=/, $part );
        $postFields{ "$name" } = $value;
        print fileOUT $name . " " . $value . "\n";
    }
}
print "Content-type: text/plain\n\n";
print "Content-Length: 0\n";
open(fileOUT, ">>postlog.txt");
flock(fileOUT, 2);
print fileOUT "\n\nPOST received from " . $ENV{'REMOTE_ADDR'} . ":" . $ENV
{'REMOTE_PORT'} . "\n";
populatePostFields;
close(fileOUT);

```

Does SMS Gateway support message concatenation [↑Top](#)

Yes, SMS Gateway supports sending of Concatenated SMS text messages, with this facility you may send up to 39,015 characters as a single text message.

Notes:

- The actual message is sent in multiple 153 character segments, and the receiving terminal waits until it receives the last segment before reassembling them into a single message for display to the end user. Not all GSM handsets support reassembly of concatenated messages.
 - SMS Gateway does not reassemble concatenated messages it receives. Message concatenation is only supported for transmitted (sent) text messages, not received.
 - SMS Gateway does not support automatic concatenation of binary messages, you will need to implement the concatenation header in the binary data you present to SMS Gateway.
 - If your GSM service provider charges you per message sent, you will be charged for each segment of a concatenated message.
-

Is there a version of SMS Gateway for Linux [↑Top](#)

Yes! Please refer to <http://www.winsms.com/linux.html>.

Can SMS Gateway run under a standard user account with Linux [↑Top](#)

Yes, while SMS Gateway - Linux Edition must be installed by the Root user, it may be run from a standard user account. To enable this however, a number of steps must be taken, as detailed below:

- Configure your system such that the user account from which you plan to run SMS Gateway has full Read and Write access to all files in the directory in which you installed SMS Gateway (default directory is /opt/gpatechnology/smsgateway)
 - Set the permissions on the installation directory itself such that the user account can create and write to files in the directory
 - Set the permissions on the Serial (COM) port that SMS Gateway will use such that the user can Read and Write to it (COM1 = /dev/ttyS0).
-

How do I send spaces when using the CLI interface with SMS Gateway Linux - Edition [↑Top](#)

To send spaces via the Command Line Interface, you need to wrap the parameter in double quotes and escape the quote characters, an example is below:

```
./SMS_Gateway -send -dest +000000000000 -msg "\"This is a test\""
```

Searching for **PHRASE short message service header image data**.

Restrict to: [Header](#) [Title](#) Order by: [Expected citations](#) [Hubs](#) [Usage](#) [Date](#) Try: [Amazon](#) [B&N](#) [Google](#) [\(RI\)](#) [Google \(Web\)](#) [CSB](#) [DBLP](#)

No documents match Boolean query. Trying non-Boolean relevance query.

1000 documents found. Only retrieving 500 documents (System busy - maximum reduced). Retrieving documents... Order: relevance to query.

[Implementing the SMS server, or why I switched from Tcl to Python - Frank Stajano \(1998\) \(Correct\)](#)
 on their fixed computer facilities through the **short message** facility of GSM cellphones. Writing a
 their fixed computer facilities through the **short message** facility of GSM cellphones. Writing a versatile
 user 1 In this paper SMS stands for **Short Message Service**, with no connection whatsoever to Microsoft's
<ftp.uk.research.att.com/pub/docs/att/tr.1998.9.ps.Z>

[A Short Message Service Online Application for Delivering.. - Curran, Craig \(Correct\)](#)
 A **Short Message Service** Online Application for Delivering
 A **Short Message Service** Online Application for Delivering Urgent
 A **Short Message Service** Online Application for Delivering Urgent
<telecoms.eeng.dcu.ie/symposium/papers/F3.pdf>

[Implications of MIME for Internet Mail Gateways - Borenstein \(1992\) \(Correct\)](#)
 What follows is an example of how a simple **short message** might be broken into two **message/partial**
 not require any changes to Internet electronic **message** transport facilities, there are several ways in
 maintenance and development of **message** transport **services** can safely ignore MIME completely, if they so
<ftp.eurobretagne.fr/pub/rfc/rfc1344.ps.gz>

[MIME \(Multipurpose Internet Mail Extensions\) Part One.. - Borenstein, Freed \(1992\) \(Correct\) \(33 citations\)](#)
 contents of electronic mail **messages** to relatively **short** lines of sevenbit ASCII. This forces users to
 Specifying and Describing the Format of Internet **Message** Bodies Status of this Memo This RFC specifies an
<athos.rutgers.edu/rfc/rfc1521.ps.Z>

[Design of a Distributed Planetary Image Data Archive Based on.. - Rehatschek \(Correct\)](#)
 local **image** cache keeps response times as **short** as possible and reduces network traffic. The main
 Search Module. Furthermore the module has to pass **messages** to all attached Local Servers to delete the
 A first spin off is the so called European Wide **Service** Exchange [8] It has some special new features
[www.icg.tu-](www.icg.tu-graz.ac.at/rsrgroup/staff/rehatschek/publications/visual97/DesignOfADistributedPlanetaryImageArchiveBasedOnAn)
<graz.ac.at/rsrgroup/staff/rehatschek/publications/visual97/DesignOfADistributedPlanetaryImageArchiveBasedOnAn>

[An Architecture for a Distributed Stream Synchronization Service - Helbig, Rothermel \(1996\) \(Correct\)](#)
 suited for specific requirements. This leads to **shorter** development times, better quality and lower
 synchronization, the sink agents exchange **messages** among each other. For a detailed description of
 on Interactive Distributed Multimedia Systems and **Services** Berlin, Germany, March 46, 1996 An Architecture
<www.informatik.uni-stuttgart.de/ipvr/vs/Publications/1996-helbig-01.ps.Z>

[A Knowledge Based Approach to Automatic Image Registration - Growe, Tönjes \(1997\) \(Correct\) \(2 citations\)](#)
 point matching. But the quantity of **data** and the **short** update periods ask for methods that automate the
 Published in the 1997 International Conference on **Image** Processing (ICIP'97) scheduled for October
 their corresponding features from the sensor **data**. The knowledge is represented explicitly using
<ftp.tnt.uni-hannover.de/pub/papers/1997/ICIP97-SGRT.ps.gz>

[The Data Reduction Expert Assistant - Miller \(1992\) \(Correct\)](#)
 the astronomer is comfortable, despite serious **shortcomings** with these systems. Part of this is due to
 about the available **data** (typically from **header** information in the **data** files) develops a plan
 and bias correction of a few dozen digital **images** can take several day's time and it is easy to
<www.stsci.edu/~miller/draco/draco-aldb.ps>

[The Utah Raster Toolkit - John Peterson \(1986\) \(Correct\) \(3 citations\)](#)
 for picture storage and provides a standard **header** containing descriptive information about an
 of programs for manipulating and composing raster **images**. These tools are based on the Unix concepts of
<www.bme.jhu.edu/resources/whitaker/doc/urt/toolkit.ps>

A Host Interface to the DTM Network - Ahlgren, Pink, Lindgren.. (1992) (Correct) (1 citation)

the host cpu. The host operating system allocates **message** buffers directly in this memory. The interface
Figure 2: dtm prototype hardware architecture. 2.3 **Service** The dtm **service** is connection oriented with a
the overhead associated with the cells and cell **headers** of atm. dtm is being developed and implemented
ftp.sics.se/pub/SICS-reports/Reports/SICS-R-92-01-SE.ps.Z

Modeling Replica Divergence in a Weak-Consistency Protocol for .. - Golding, Long (1993) (Correct)
(8 citations)

diverge. The divergence is resolved in a **short** time and is resolved correctly even in the
lowlevel communication, group management, and **message** management modules, which can provide
guarantees
ftp.cse.ucsc.edu/pub/tr/ucsc-crl-93-09.ps.Z

G Tr 23.039 - Technical Specification Rd (2000) (Correct)

V3.1.0 Interface protocols for the connection of **Short Message Service Centers (SMSCs) to Short Message**
Interface protocols for the connection of **Short Message Service Centers (SMSCs) to Short Message**
protocols for the connection of **Short Message Service Centers (SMSCs) to Short Message** Entities
www.arib.or.jp/IMT-2000/ARIB-STD_V120Sep_00/DS-CDMA/TR-T12/23_series/23039-310.pdf

The Argonne Voyager Multimedia Server - Terrence Disz (1997) (Correct)

Voyager project, existing media servers fell far **short** of these requirements. Some were op timized for
of Voyager it can provide recording a playback **services** via the Internet. Desktop teleconferencing often
exactly as they appeared in the stream. Packet **headers** providing framing informa tion are also
info.mcs.anl.gov/pub/tech_reports/reports/P653.ps.Z

C: A System for the Indexing, Storage, and.. - Orphanoudakis.. (Correct)

7 (1988)pp. 1620. 2] G. D. Rennels and E. H. **Shortliffe**. Advanced Computing for Medicine.
information through the I 2 C core, which handles **messages** and links I 2 C to the PACS **image** archives. In
the role of such a system as an added value PACS **service** (see figure 1)Therefore, specific **image**
www.ics.forth.gr/ICS/acti/cmi_hta/publications/tr113/tr113.ps

Image Parsing for Image Retrieval From Large Image Data Bases.. - Sinclair (Correct)

suppression. A saliency filter is used to reject **short** crinkled edge chains. The second stage in the
Image parsing for **image** retrieval from large **image** data
Image parsing for **image** retrieval from large **image** data bases: from coloured **image** to coloured regions D.
ftp.orl.co.uk/pub/docs/ORL/tr.97.4.ps.Z

Assessing Agreement Between Human and Machine Clusterings of.. - Squire, Pun (1997) (Correct)
(6 citations)

it is a function of some features of the **images**. In **short**, the system designer endeavours to select **image**
Agreement Between Human and Machine Clusterings of **Image** Databases David McG. Squire Thierry Pun 1 2
cuiwww.unige.ch/~vision/Publications/postscript/97/VGTR97.03_SquirePun.ps.gz

Perceptual Organization in an Interactive Sketch Editing.. - Saund, Moran (1995) (Correct) (9 citations)

drawing tools give users access to visible marks or **image** objects at a single level of abstrac tion, a
based on token grouping in a multiscale blackboard **data** struc ture. This organization supports multiple
multiple perceptual interpretations of line drawing **data**, domainspecific knowledge bases for interpreting
www.parc.xerox.com/spl/members/saund/papers/fancytivoli-iccv95.ps.Z

Information service for Atlas DAQ Prototype-1 - Authors Mihai (Correct)

distributed by the two components is different. In **short**, MRS is used to send notifications (e.g. Run
information updates. 3.1 Relationship between the **Message** Reporting System and IS From the requirements
Atlas DAQ Information **service** for Atlas DAQ Prototype 1 Authors :Mihai
atddoc.cern.ch/Atlas/Notes/./postscript/Note031.ps

Selection of Timed Token Protocol Parameters to Guarantee.. - Moncef Hamdaoui (Correct)

Namely, TTRT is set equal to onehalf the **shortest** period because the worst case token rotation
of Timed Token Protocol Parameters to Guarantee **Message** Deadlines Moncef Hamdaoui Parameswaran
ftp.ece.wisc.edu/pub/parmesh/inreview/ttrt.ps.gz

Proof-Checking a Data Link Protocol - Helmink, Sellink, Vaandrager (1993) (Correct) (39 citations)

a \Gamma! s 0 if A is clear from the context, as a **shorthand** for (s a s 0)2 steps(A)An action a is

The protocol has been designed to communicate **messages** of arbitrary length over unreliable channels. loss of frames and loss of acknowledgements. Three **service** primitives are offered by the protocol: a
<ftp.phil.uu.nl/pub/logic/PREPRINTS/preprint109.ps.Z>

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... standard EN 50361: 2000) with the phone **transmitting** at its ... turning on/off the mobile and making/**receiving** calls, see ... Press Read to view the **SMS** inbox message. ...

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... An MMS message can contain images, music, audio and **graphics**. ... GPRS and support a variety of **image**, video and ... contents will be ignored by a **receiving** phone that ...

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... user into the Information Society by delivering voice, **graphics**, video and other ... may also determine the **type** of program **transmitting** and **receiving** the data ...

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... a store and forward way of **transmitting** messages to ... There is no scope for any **graphics** or audio. ... several smaller segments could make **SMS** comparatively costlier ...

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